XANDER SHOU
CG Generalist/FX Artist

EDUCATION

Master of Fine Arts in Visual Effects
Savannah College of Art and Design, Savannah, GA
Expected Graduation: 2024
School of Animation and Motion

Bachelor of Fine Arts in 3D Animation
Academy of Art University, San Francisco, CA | 2020
School of Animation & Visual Effects

EXPERIENCE

3D Digital Artist

Quantum Signal AI, Saline, MI | 2023

- Created and modified 3D models for real-time simulation
- Conceptualized and modeled components to develop realistic and dimensionally accurate environments
- Prepared and organized 3D assets for game engine integration
- Collaborating with software, simulation, and research within multi-disciplinary project teams

3D Generalist – *Overgrown*

PowerHouse VFX × SCAD, Savannah, GA | 2022

- Collaborated in small groups with industry mentors from PowerHouse VFX and focused on Photorealism and Integration
- Communicated with the team and delivered assets on time
- R&D and problem-solving
- Time management within a 3D pipeline while addressing feedback and direction from mentors weekly

3D Artist - *Okie Dokie Adventures*

228 Interactive, Los Angeles, CA | 2020

- Collaborated with the team to conceptualize entertaining animation that meets the defined requirements and created quality game-ready 3D character animations
- Worked with the existing model to apply rig and texture
- Brought characters to life by creating clean and believable movement that tells the story
- Followed the production pipeline and created the animated game-ready characters

WEBSITE

http://www.xandershou.com

CONTACT

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SKILLS

- FX
- Procedural
- Modeling
- Animation
- Texturing
- Lighting
- Rendering
- Scripting
- Compositing
- Optimization

SOFTWARES

- Houdini
- Unreal Engine
- Maya
- Substance Painter
- Adobe software
- Redshift
- Arnold
- Mantra
- Nuke
- Python
- Linux

LANGUAGES

- English
- Mandarin